COBALT DRAGONS

The dragon's face bears a large muzzle, its lips curling in a sneer and displaying pronounced canines. Two small horns jut from its head, just above its glowing red eyes. Its tail is long and thin, almost ratlike in appearance. It is covered in midnight blue scales of varying brightness.

Domineering Tyrants. Cobalt dragons are one of, if not the most, domineering of all species of dragon ever to walk the Material Plane. They see the world through a lens of strength, always sizing up other creatures to determine if they are stronger or weaker. They are certainly prideful creatures, but do not allow this pride to get in the way of sound decision making. If they deem a creature to be stronger than them, they may seek a way to subvert that strength, and if subversion isn't possible, they will do their best to avoid them. If they deem themselves to be stronger, which is often the case, they will not hesitate to dominate and subjugate other creatures by any means necessary.

Middle Management. Of the five species of ferrous dragons, cobalt dragons land directly in the middle of their rigid hierarchy. They happily assert their

authority over tungsten and nickel dragons, and begrudgingly follow the commands of iron and chromium dragons.

Proud Parents. Despite their general tendency towards cruelty, cobalt dragons are actually capable and loving parents. When a new brood of wyrmlings hatches, the parents will care for their offspring for many years until they are old enough to fend for themselves, at which point they will be thrown from the nest and sent out to claim lands of their own.

A Cobalt Dragon's Lair.

Cobalt Dragons live within the deep forests and sprawling jungles of the world. They are capable of nesting in many different locations but prefer to nest in deep caves or tunnel networks buried beneath thick forest growth. They often compete for territory with green and orange dragons, making them natural rivals. In addition to wealth and other resources, a cobalt dragon's hoard is bound to be filled with attendants and other creatures the dragon has subjugated into servitude under threats of violence. This often includes less powerful dragons.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A chill fog fills a 30 foot area within the lair. The area within the fog is heavily obscured, and any creature that starts its turn within the fog must succeed on a DC 15 Constitution Saving Throw or become poisoned for 1 minute. The fog lasts until initiative count 20 on the following round.
- Creatures weaning metal are drawn by magnetic force towards the ground. All creatures wearing metal armor or holding metal objects must succeed on a DC 15 Strength Saving Throw. Creatures wearing armor who fail this save are knocked prone. Creatures holding metal objects that fail this save drop them to the ground.

Regional Effects

The region containing a legendary cobalt dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Rock formations within 6 miles of the dragon's lair contain an abundance of cobalt. These formations also glow with a tinge of magical blue light.
- Plants growing within 1 mile of the dragon's lair are all poisonous if consumed. Few animals can live in this area, aside from those who are immune to poison and purely carnivorous life.
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If the dragon dies, all regional effects end immediately.

Cobalt Dragon Wyrmling

Medium Dragon, Always Lawful, Typically Evil

Armour Class - 17 (natural armor)
Hit Points - 60 (8d8 + 24)
Speed - 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18	14	17	14	11	17
+4	+2	+3	+2	+0	+3

Saving Throws DEX +4, CON +5, WIS +2, CHA +5
Skills Perception +4, Stealth +4
Damage Immunities lightning, cold, poison
Condition Immunities poisoned
Senses blindsight 10 ft., metalsense 120 ft., darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP)

Proficiency Bonus +2

Traits

Amphibious.
The dragon can breathe air and water.

Actions

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5–6).
The dragon uses one of the following breath weapons;

- **Magnetic Breath.** The dragon exhales a line of magnetic energy in a 30-foot line. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one. A creature who fails their save is also knocked prone and pushed 5 feet away from the line in a direction of the dragon's choosing.

- **Rimedeath Fog.** The dragon exhales sickly blue fog in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage and 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.A creature who fails this save by 5 or more is poisoned. While poisoned in this way the creature is deafened. A poisoned creature can repeat their Constitution Saving Throw to end the poisoned status every time they complete a long rest.

Young Cobalt Dragon

Large Dragon, Always Lawful, Typically Evil

Armour Class - 18 (natural armor)
Hit Points - 178 (17d10 + 85)
Speed - 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22	14	20	16	13	22
+6	+2	+5	+3	+1	+6

Saving Throws DEX +6, CON +9, WIS +5, CHA +10
Skills Insight +5, Perception +9, Persuasion +9, Stealth +6
Damage Immunities lightning, cold, poison
Condition Immunities poisoned
Senses blindsight 30 ft., metalsense 120 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP)

Proficiency Bonus +4

Traits

Amphibious.
The dragon can breathe air and water.

Actions

Multiattack.
The dragon makes three attacks: one with its bite and two with its claws.

Bite.

Melee Weapon Attack: +10 to hit, reach 10 ft., one target.
Hit: 17 (2d10 + 6) piercing damage.

Claw.
Melee Weapon Attack: +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5–6).
The dragon uses one of the following breath weapons;

- **Magnetic Breath.** The dragon exhales a line of magnetic energy in a 60-foot line. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) force damage on a failed save, or half as much damage on a successful one. A creature who fails their save is also knocked prone and pushed 10 feet away from the line in a direction of the dragon's choosing.

- **Rimedeath Fog.** The dragon exhales sickly blue fog in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 17 (5d6) poison damage and 17 (5d6) cold damage on a failed save, or half as much damage on a successful one.A creature who fails this save by 5 or more is poisoned. While poisoned in this way the creature is deafened. A poisoned creature can repeat their Constitution Saving Throw to end the poisoned status every time they complete a long rest.

Adult Cobalt Dragon

Huge Dragon, Always Lawful, Typically Evil

Armour Class - 19 (natural armor)
Hit Points - 256 (19d12 + 133)
Speed - 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27	14	24	16	15	26
+8	+2	+7	+3	+2	+8

Saving Throws DEX +8, CON +13, WIS +8, CHA +14
Skills Insight +8, Intimidation +14, Perception +14, Persuasion +13, Stealth +8
Damage Immunities lightning, cold, poison
Condition Immunities poisoned

Senses blindsight 60 ft., metalsense 120 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 17 (18,000 XP)

Proficiency Bonus +6

Traits

Amphibious.
The dragon can breathe air and water.

Legendary Resistance (3/Day).

If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +14 to hit, reach 10 ft., one target.
Hit: 19 (2d10 + 8) piercing damage.

Claw.
Melee Weapon Attack: +14 to hit, reach 5 ft., one target.
Hit: 15 (2d6 + 8) slashing damage.

Tail.
Melee Weapon Attack: +14 to hit, reach 15 ft., one target.
Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6).
The dragon uses one of the following breath weapons;

- **Magnetic Breath.** The dragon exhales a line of magnetic energy in a 120-foot line. Each creature in that area must make a DC 21 Dexterity saving throw, taking

66 (12d10) force damage on a failed save, or half as much damage on a successful one. A creature who fails their save is also knocked prone and pushed 10 feet away from the line in a direction of the dragon's choosing.

- **Rimedeath Fog.** The dragon exhales sickly blue fog in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 21 (6d6) poison damage and 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.A creature who fails this save by 5 or more is poisoned. While poisoned in this way the creature is deafened. A poisoned creature can repeat their Constitution Saving Throw to end the poisoned status every time they complete a long rest.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Cobalt Dragon

Gargantuan Dragon, Always Lawful, Typically Evil

Armour Class - 22 (natural armor)
Hit Points - 546 (28d20 + 252)
Speed - 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30	14	28	18	17	30
+10	+2	+9	+3	+3	+10

Saving Throws DEX +9, CON +16, WIS +10, CHA +17
Skills Insight +10, Intimidation +17, Perception +17, Persuasion +16, Stealth +9
Damage Immunities lightning, cold, poison
Condition Immunities poisoned
Senses blindsight 60 ft., metalsense 120 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 24 (62,000 XP)

Proficiency Bonus +7

Traits

Amphibious.
The dragon can breathe air and water.

Legendary Resistance (3/Day).

If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +17 to hit, reach 15 ft., one target.
Hit: 21 (2d10 + 10) piercing damage.

Claw.
Melee Weapon Attack: +17 to hit, reach 10 ft., one target.
Hit: 17 (2d6 + 10) slashing damage.

Tail.
Melee Weapon Attack: +17 to hit, reach 20 ft., one target.
Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence.

Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6).
The dragon uses one of the following breath weapons;

- **Magnetic Breath.** The dragon exhales a line of magnetic energy in a 180-foot line. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) force damage on a failed save, or half as much damage on a successful one. A creature who fails their save is also knocked prone and pushed 10 feet away from the line in a direction of the dragon's choosing.

- **Rimedeath Fog.** The dragon exhales sickly blue fog in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 24 (7d6) poison damage and 24 (7d6) cold damage on a failed save, or half as much damage on a successful one. A creature who fails this save by 5 or more is poisoned. While poisoned in this way the creature is deafened. A poisoned creature can repeat their Constitution Saving Throw to end the poisoned status every time they complete a long rest.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.